ABSTRACT

A handheld game system that uses polygon graphics to generate simulated 3D worlds populated with 3D characters and static objects which are rendered for display on an LCD screen on the handheld game system. Different parts of the simulated 3D world may appear on the LCD screen in a natural pictorial setting that may include a player character viewed from different 3D directions and points of view. 3D objects can be selected, moved, constructed, changed, or deleted by operating a touchscreen. This handheld game system will provide more natural 3D games and 3D manual control, compared to 2D games.